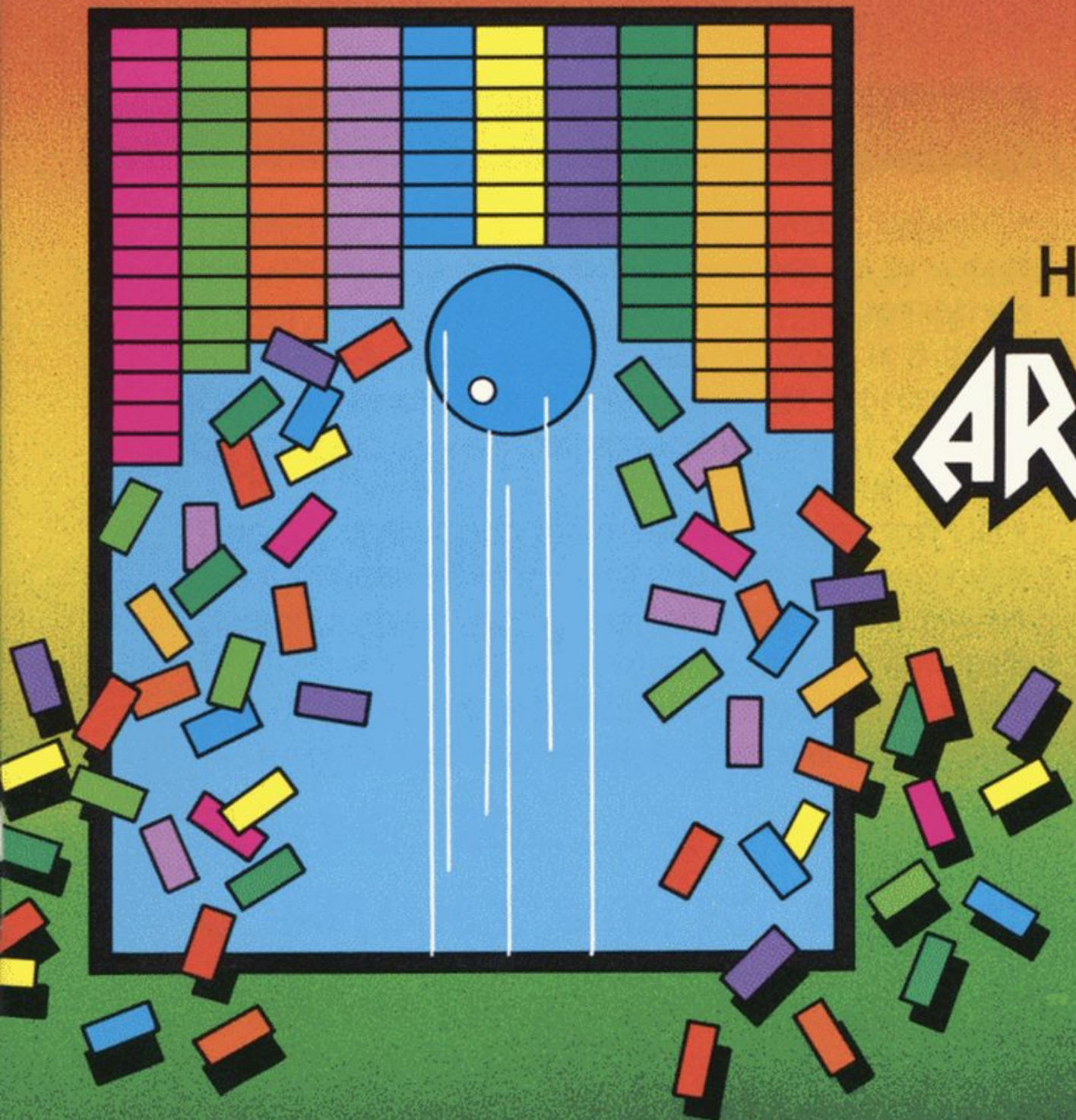

HOW TO PLAY

ARKANOID T.M.

TAITO®

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TAITO AMERICA CORPORATION

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CARE OF YOUR GAME

- Always make sure the power is off when inserting or removing the game pak from your computer.
- This is a high precision game pak. Avoid subjecting it to extreme temperatures or shock. Store at room temperature. Never attempt to dismantle it.
- Do not touch the terminal conductors or get them wet or the circuitry may be damaged. Never insert your fingers or any metal objects into the terminal leads.
- Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

THANK YOU

for buying ARKANOID from Taito! This super arcade "block-buster" is now yours to enjoy at home! For the most fun, read this instruction manual thoroughly before you begin your mission.

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THE STORY

Their earth-like planet was devastated by a brutal attack of aliens. The survivors roam the galaxy on their photon spaceship Arkanoid in search of a new home. The Arkanoid is attacked and the survivors barely escape in the Vaus spacecraft. Instead of finding safety, they are now trapped in a deadly space labyrinth.

If they are to be saved, you must summon all your courage and skill to shatter the space walls and defeat the merciless enemy forces!

HOW TO PLAY

Your mission is to destroy the space walls with the energy ball by strategic movement of your Vaus spacecraft.

There are three types of walls: colors, silver and gold. You earn points for their destruction as follows:

SILVER WALLS—50 points times the number of the round. The number of energy ball hits required to break the hard walls follows:

2 times—1st to 8th round
3 times—9th to 16th round
4 times—17th to 24th round
5 times—25th to 32nd round

GOLD WALLS are indestructible.

There are 33 rounds in this game. In the final round, a huge enemy fortress will loom before you as the ultimate challenge. While dodging bullets, you must hit the fortress 16 times with your energy ball to destroy it.

HOW TO PLAY (CONTINUED)

COLOR WALLS

white 50	green 80	pink 110
orange 60	red 90	yellow 120
light blue 70	blue 100	

Some walls contain power CAPSULES. Each time you capture one you'll score 100 points and gain these super powers:

orange—
slows movement
of ball

pink—
opens warp escape*—
advance to next round

yellow/green—
catch the ball
and release it

red—
increase to Vaus
laser fire power

light blue—
splits energy ball
into 3 particles

grey—
awards
an extra Vaus

dark blue/purple
—widens the
Vaus controller

*warp escape located in the lower right part of screen

HOW TO OPERATE

Be sure your control deck is turned off. Plug the Arkanoid controller into the player 2 port of your control deck. Insert Arkanoid game pak in control deck. Turn on the power switch to display the demonstration screen.

Select Button

Choose 1 or 2 player(s) game.

Start Button

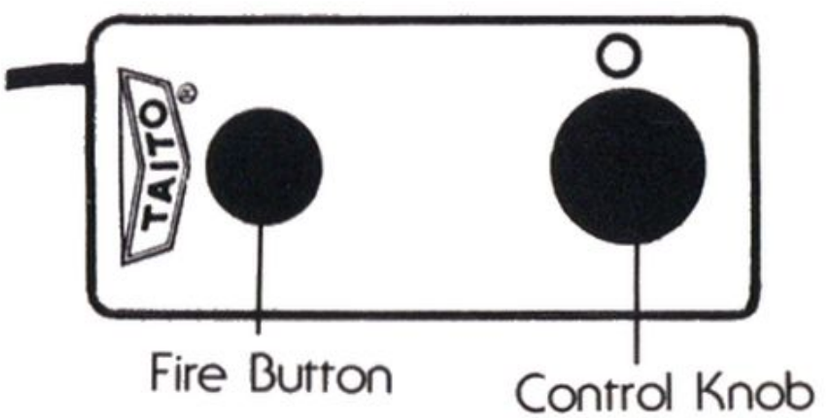
Start the game by pushing either the fire button on the Arkanoid controller or the start button on the main controller in player port 1.

Pause Function

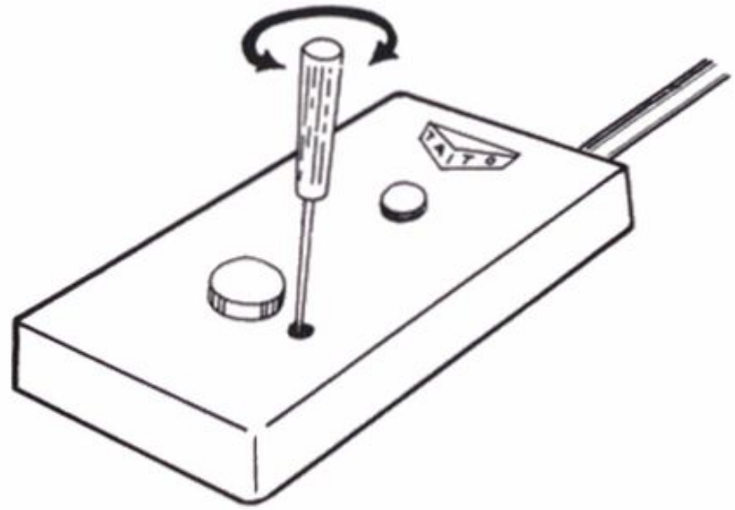
Push the START button once during the game to pause.
Push START again to resume play.

Dedicated Controller

Use control knob to move Vaus left and right. Use fire button to launch energy ball and fire laser.

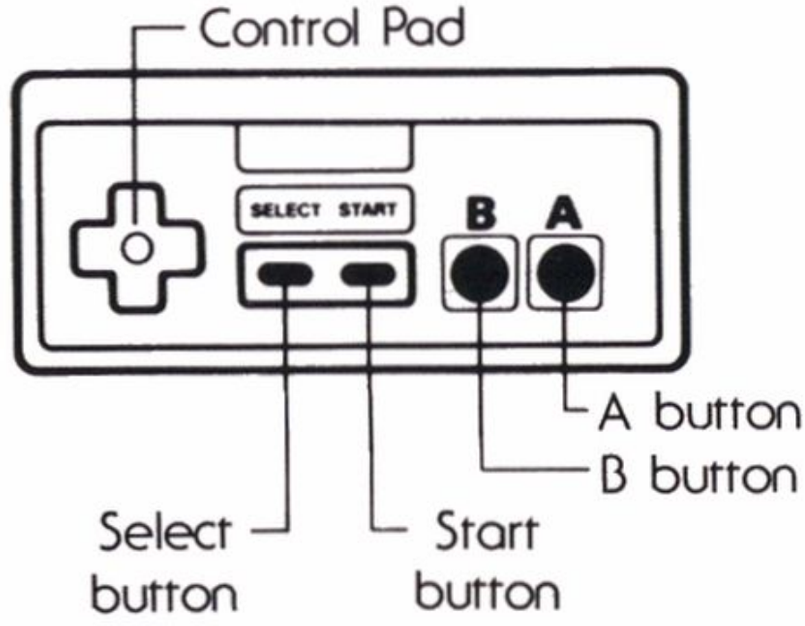


If the Vaus does not reach the furthest right or left parts of the screen or if it skips from right to left or left to right, you can adjust it easily on your own. Simply remove the small lid to the right of the knob. Insert a small phillipshead screwdriver, turn it slowly and make any necessary adjustments. NOTE: DO NOT USE A SCREWDRIVER THAT IS TOO LARGE. DO NOT TWIST THE SCREWDRIVER TOO HARD OR TOO FAST.

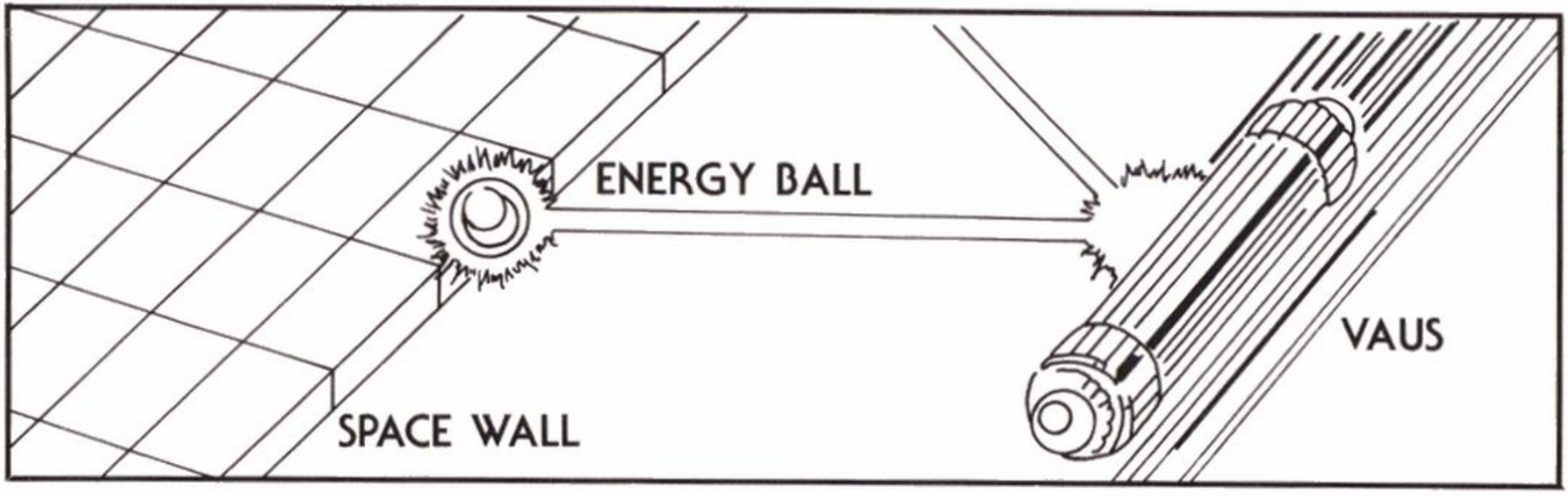


Main Controller

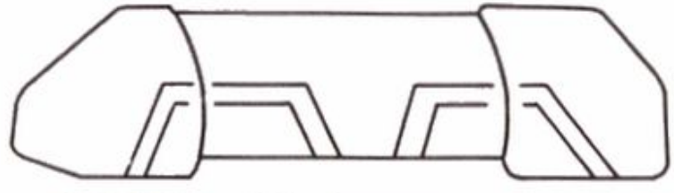
Control pad moves the Vaus left and right.
A Button: launches energy ball and fires laser beam.



CHARACTERS



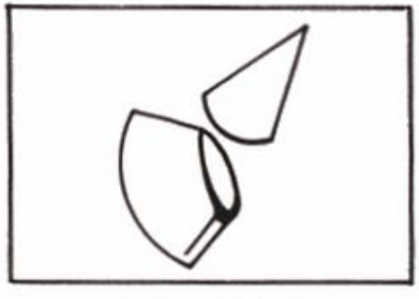
normal VAUS



VAUS with laser power

OBSTACLES

No. 1



KONERD

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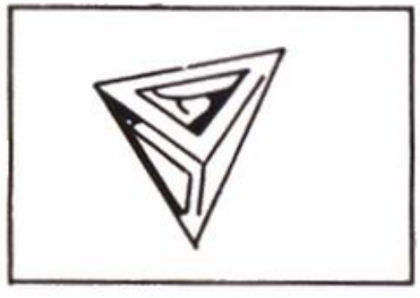
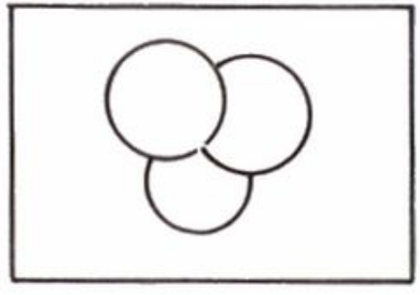


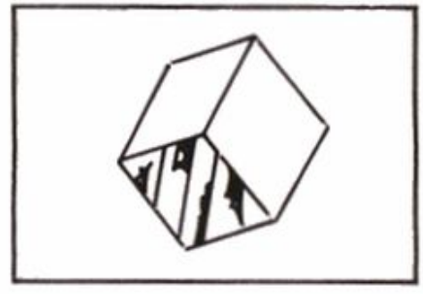
PYRADOK

No. 3



TRI-SPHERE

No. 4



OPOPO

CHARACTERS (CONTINUED)

The obstacles are debris from the planet that was destroyed. They are floating around in space destined to get in your way, changing the direction and/or angle of your shots and to drive you crazy. There is a positive side though—Bonus points are awarded for each obstacle you destroy. You can eliminate them with either the energy ball or the Vaus controller. Your aim is everything!

PLAYING TIPS

Choose capsules carefully. Each one changes the one before it. Use them cautiously to suit each situation.

You may advance through the levels up to the 16th!! To do this simply press the START button and the "A" button at the same time. This must be done at the beginning of each level—before any game play occurs.

GOOD LUCK!!!!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

TAITO AMERICA CORPORATION LIMITED WARRANTY

Taito America Corporation warrants to the original purchaser of this Taito software product and controller that the medium on which this computer program is recorded and the controller are free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Taito software program and controller are sold "as is," without express or implied warranty of any kind, and Taito is not liable for any losses or damages of any kind resulting from use of this product. Taito agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, this Taito software and controller when returned to its Factory Service Center, postage paid, with dated proof of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Taito software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TAITO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TAITO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TAITO SOFTWARE PRODUCT.

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